

CRYSTAL  
DYNAMICS™

# SAMURAI SHODOWN™



3DO

For use with 3DO™ systems

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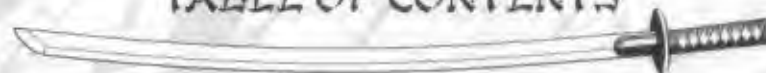
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FOR MORE SAMURAI SHODOWN GAME HINTS, CALL

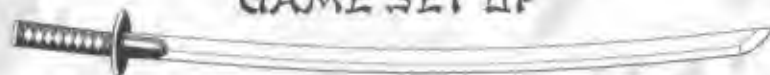
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**Presented by Crystal Dynamics of Palo Alto, California**

This product has been rated by the Entertainment Software Board. For information about the ESRB rating or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

## GAME SET UP



1. Set up your 3DO™ Interactive Multiplayer, following the steps in the owner's manual.
2. Plug your controller into the Control Port. For 2 Player head-to-head showdowns, daisy-chain two controllers together.
3. Press the Power Switch to turn the unit ON.
4. Press the Open/Close button to open the CD Drawer, place the game CD into the drawer, label side up, and press the button again to close the drawer.
5. Press the P button to start the ultimate fight to the finish!

### En Garde!

Follow the instructions below to jump right into the action!



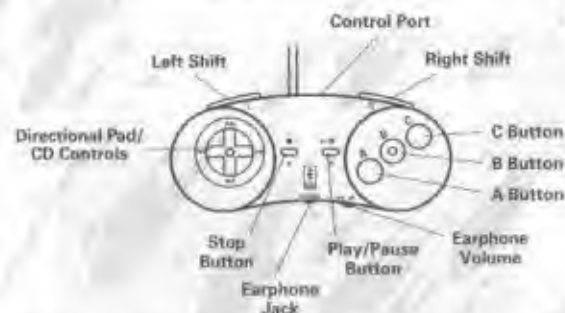
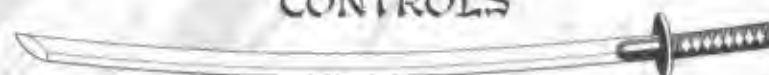
LEVEL SELECT screen



CHARACTER SELECT screen

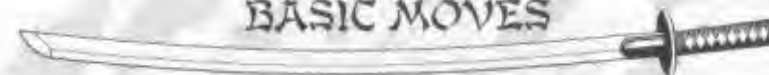
- From the Level Select screen press the Start button to enter the game.
- Note: for two player games both players must hit the Start button.
- Press the Directional Pad to highlight the difficulty you wish to play.
- Press the A, B, or C buttons to select the highlighted difficulty and advance to the Character Select screen.
- Press the Directional Pad to highlight the character you wish to play.
- Press the A, B, or C button to select the highlighted character and begin the game.

## CONTROLS



- Directional Pad** Press left/right to move character left/right. Press down to make character crouch. Double tap to left/right to make character dash to the left/right. Press up to make character jump.
- A button** Press to execute a weak slash.
- B button** Press to execute a medium slash.
- C button** Press to execute a strong slash.
- Right Shift** Hold and press A, B, or C button to perform weak, medium, or strong kicks.
- Play/Pause Button** Press to pause game during play.

## BASIC MOVES



- Jump** Press up on the Directional Pad.
- Dash** Double tap the controller towards your enemy to perform a banzai charge. Double tap the controller away from the enemy to retreat.
- Locking Swords** Hit the A button repeatedly.
- Losing your weapon** Press the A button to recover your weapon.
- Throws** Close with your enemy. While attacking press the Directional Pad towards your opponent. If your timing and the range are correct you'll send your enemy flying.

## GAME SCREEN

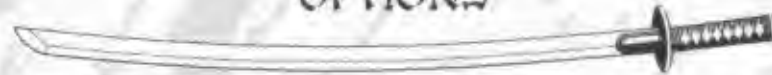


Read the following section to get a grip on all the data on the screen. It's you or them so read up.



<b>Score</b>	Indicates current score.
<b>Life</b>	Indicates hit points remaining. When you lose all your hit points you lose the round!
<b>Time</b>	Indicates time remaining in the round.
<b>Victories</b>	Indicates victories. Two victories will carry the match.
<b>Rage gauge</b>	Indicates current rage. When your character is enraged he/she will turn red. Special attacks performed while enraged will inflict more damage on enemies. However, while your character is enraged you will suffer increased damage if hit.

## OPTIONS



Options allow you change various settings of the game. Keep on reading to find out how.

- From the Level Select screen press the Directional Pad to highlight OPTIONS.



LEVEL SELECT screen

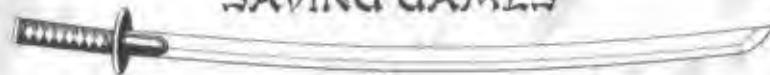
- Press the A, B, or C button to advance to the Options screen.
- Press the Directional Pad to highlight the Option you wish to change.
- Press the A, B, or C button to change Options.



OPTIONS screen

<b>Weapons</b>	Choose from weapons or brutal no weapon hand-to-hand match.
<b>Blood</b>	Choose to have the arterial spray or not.
<b>Death Match</b>	This option allows you to eliminate the time limit.
<b>Reset Highscores</b>	Utilize this option to clear the leaderboard.
<b>Exit</b>	Select this option to return to the Level Select screen.

## SAVING GAMES



Samurai Shodown automatically saves the last five 1 player games. If you choose not to continue a 1 player game, that game will be saved and you may resume play at a later date.

Only five games can be saved. When a saved game is selected it moves to the top of the saved game list. If five games are saved the addition of a new save will bump the oldest game off the list.

To play a Saved Game

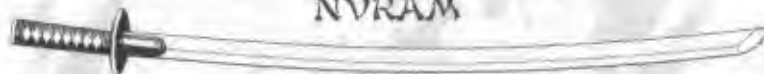
- From the Level Select screen press the Directional Pad to highlight RESUME.
- Press the A, B, or C button to advance to the Saved Game screen.



SAVED GAME screen

- Press the Directional Pad to select the saved game you wish to play.
- Press the A, B, or C button to begin the game.

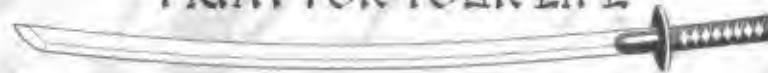
## NVRAM



If your 3DO has available NVRAM, Samurai Shodown will save the high score and high time screen.

If the NVRAM is full of data from other saved titles you may be prompted to remove data saved by another title in order to make room for the Samurai Shodown data. It's up to you to decide what data you'd rather store.

## FIGHT FOR YOUR LIFE



Your goal is to kick ass and take names! This is a fight to the finish. There is no second place. The winner of a match is the first player to win two rounds. You lose rounds by:

- Losing all your hit points (dying).
- Having less hit points than your enemy when time runs out.

### Bonus Stages

Hack apart straw dummies for extra fame and fortune.

### Scoring

You receive bonus points for the amount of time, hit points, and attack power that your character has at the end of a round. The more points the better!

### Items

*Hit points:* In Samurai Shodown time doesn't heal all; food does. Chowing a chicken will add hit points.

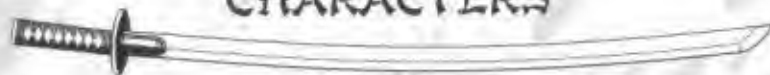
*Bonus points:* Grab cash to increase your score.

*Kaboom:* Watch out for these things. You'll lose things you'd rather keep.

### Continue Play

After losing a game press the Start button to continue. You can continue three times.

## CHARACTERS



### HAOHMARU



This blood thirsty, cheap sake swilling samurai is known for his powerful attacks and blinding speed.

**Age:** 25

**Birthplace:** Musashinokuni, Japan

#### Special Attacks:

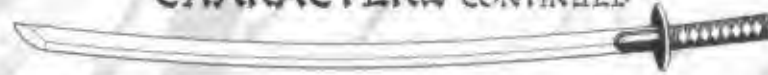
Cyclone Slash

↓↘→ + slash

Crescent Moon Slash

→↙↘ + slash

## CHARACTERS CONTINUED



### NAKORURU



Nakoruru is an angelic Ainu from Hokkaido, out to save the Earth from humanity's evil.

**Age:** 17

**Birthplace:** Hokkaido, Japan

#### Special Attacks:

Annu Mutsube

←↙↓ + slash

Lela Mutsube

↓↘→ + slash

Amube Yatoro

→↘↓↙← + slash

Mamahaha Flight

↓↙← + Shift A

Yatoro Poku

While flying, ↓ or ↘ or ↙ + slash or kick

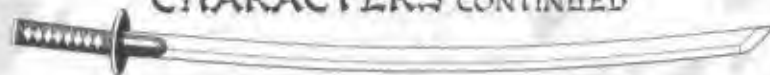
Kamui Mutsube

While flying, slash or kick

Mamahaha Call

When disarmed, ↓↙← + Shift A or →↙↓↘← + slash

## CHARACTERS CONTINUED



### UKYO TACHIBANA



This snooty samurai is Haohmaru's greatest rival.

**Age:** 24

**Birthplace:** Omi, Japan

#### Special Attacks:

Snowfall Slash

↓↙← + slash

Swallow Swipe

While jumping ↙↓↘→ + slash

### JUBEI YAGYU



Jubei is the Imperial Enforcer. He is the embodiment of Bushido, the way of the samurai, as he carries out his duties.

**Age:** 39

**Birthplace:** Japan

#### Special Attacks:

Tsunami Saber

→↓↘ + slash

Geyser Thrust

↓↘→ + slash

Saber Thrash

Push slash repeatedly

## CHARACTERS CONTINUED



### GALFORD



Galford, the all American Ninja, and his ever present pup, Poppy, have been making the West safe for sword swinging.

**Age:** 20

**Birthplace:** San Francisco, USA

#### Special Attacks:

Head Strike

Move near opponent, then →↓↘ + kick

Plasma Blade

↓↘→ + slash

Rush Dog

↓↙← + slash

Triangle Jump

During Jumps at either side of the screen press the D-Pad in the opposite direction of the Jump.

Ninja Teleportation

→←↙↘ + A, B or shift A, B

Head Replica Attack

When attacked Guard + shift B, C

Rear Replica Attack

→↘↓↙← + B, C, shift B, C

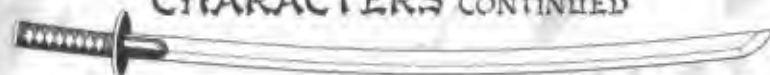
Machine Gun Dog

↓↙← + shift A

Diving Dog

↓↙← + shift B

## CHARACTERS CONTINUED



### KYOSHIRO SENRYO



Kyoshiro is a crazed Kabuki creep out to teach any critic a lesson.

**Age:** 30

**Birthplace:** Edo, Japan

#### Special Attacks:

Jumping Lion

↓↙← + kick

Kabuki Crunch Dance

→↙↓↘ + slash

Twirling Flame

↙↓↘→ + slash

Wheel of Blood Smoke

While Jumping ↓ + C

Whirlwind Fan

↓↙← + slash

### WAN FU



The ultimate Warlord, Wan Fu, has come to Japan looking for recruits.

**Age:** 35

**Birthplace:** Nanking, China

#### Special Attacks:

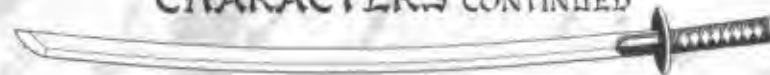
Confucious Thunder Bomb

↓↙← + slash

Confucious Whirlwing

→↓↘ + slash

## CHARACTERS CONTINUED



### CHARLOTTE



This heroine from the French revolution is tough as the steel in her epee.

**Age:** 27

**Birthplace:** Versailles, France

#### Special Attacks:

Splash Fount

Slash button repeatedly

Power Gradation

↙↓↘ + slash

### TAM TAM



Tam Tam, the Incan Avenger, is on a quest to find the mystical Parenke Stone. It's the only thing that can save his village from destruction.

**Age:** 19

**Birthplace:** Green Hell

#### Special Attacks:

Moora Gaboora

↓↘→ + slash

Paguna Dios

↓↙← + kick

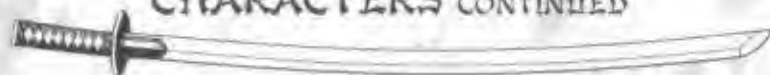
Paguna Paguna

← briefly then → + slash

Ahow Gaboori

→↓↘↙ + slash

## CHARACTERS CONTINUED



### EARTHQUAKE



They make 'em big in Texas! This corpulent ninja stands over ten feet tall and is out for all the gold he can grab.

**Age:** 29

**Birthplace:** Texas, USA

#### Special Attacks:

Fat Hound

While Jumping, ↓ + kick repeatedly

Fat Chainsaw

Slash repeatedly

Triangle Jump

During jumps at either side of the screen, press the D-Pad in the opposite direction of the jump.

### GENAN SHIRANUI



This infamous freak is known for shredding his victims.

**Age:** 26

**Birthplace:** Devil Island, Japan

#### Special Attacks:

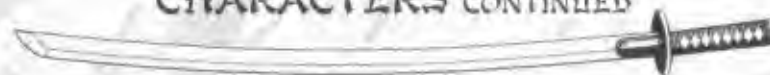
Poison Cloud Puff

↓↘ + slash

Slaughter House Tumble

→↓↘ + slash

## CHARACTERS CONTINUED



### HANZO HATTORI



As the most powerful Iga Ninja, Hanzo is the epitome of stoic professionalism.

**Age:** 34

**Birthplace:** Dewa, Japan

#### Special Attacks:

Flying Spikeball

↓↘ + kick

Ninja Teleportation Jig

←↘↓↘ + shift B, C

Shrike Dash

Move near opponent, then →↓↘ + kick

Triangle Jump

During jumps at either side of the screen, press the D-Pad in the opposite direction of the jump.

Ninja Shadow Replicates

→←↘↓↘ + A, B, C

Ninja Exploding Dragon

← briefly, then → + slash

